

**Amendments to the Abstract:**

Please replace the Abstract with the following amended Abstract.

A gaming terminal is operable to conduct a wagering game. The terminal includes a processor, a display, and memory. In response to a wager amount, the processor randomly selects one of a plurality of outcomes and causes the selected outcome to be represented on the display. The memory stores multiple data sets related to the game's audio elements. The processor selects which data set to employ for the conducted game based on a time signal monitored by the processor.